SIDE 1
1. Kye Kye Kule 6:15
2. Si Si Si 3:11
3. Kro Kro Kro 9:10

SIDE 2
1. Pete Pete 12:36
2. Etiti Etiti 3:13
3. Kofi Atta 4:31

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Children's Songs for Games from Africa
with Kojo Fosu and Mrs. Edwina Hunter

DESCRIPTIVE NOTES ARE INSIDE POCKET
CHILDREN’S SONGS FOR GAMES FROM AFRICA

Kojo Fosu and Mrs. Edwina Hunter

KOJO FOSU

Kojo Fosu is an Associate Professor of African Art History at Howard University, Washington, D.C., with the Department of Art, College of Fine Arts.

A recipient of many grant awards, he has conducted extensive field research on African art and culture in several African countries. He has also published many articles on various aspects of African art and lectured, conducted numerous seminars/workshops and produced Television programs on African Cultural Arts for children in games, music, and dance in the United States, Canada and in Africa.

In 1977, Professor Fosu received an award for his “Outstanding Contributions to the Arts” from the D.C. Chapter of the National Conference of Artists in the United States.

In addition to his book on African Children’s Games, Mr. Fosu’s recent book on Trends in African Contemporary Art is scheduled for publication in September, 1979. He is from Ghana.

EDWINA HUNTER

Mrs. Edwina Hunter has taught music in Public Schools for over ten years. Presently, she is a Music Teacher with the Prince George’s County Public School System in Maryland. A noted musicologist, she has also taught music from pre-school through college levels.

Mrs. Hunter has a B.A. degree in Piano & Theory from Spelman College, Atlanta, Georgia; and M.A. in Musicology from Smith College in Northampton, Massachusetts.

INTRODUCTION

The songs included in this collection are favorite folksongs of children in Ghana.

We have adapted various African rhythms to accompany the songs. These traditional polyrhythmic patterns are broken down into accurate component sections, so that students may easily learn to distinguish and play the individual patterns singularly and collectively. Simple musical instruments are also used in an accessible and comprehensive manner to benefit teachers and parents.

There are corresponding games and/or stories for each song. Some of the games are interchangeable; thus may be used for several songs. Although Ghanaian names are used for the games, they are played in all of West Africa.

All the songs with their corresponding games and stories are geared for children from age three to thirteen. However, because of their enjoyment and educational value, people of all ages, including adults may play them.

Kojo Fosu
PRONUNCIATION GUIDE

Pronounce:

a as ah (apple)
e as a (age)
i as e (ink)
u as oo (cool)
oo as oh (oh)
o or ð as aw (awful)
e or ð as eh (edge)
k as ch (chair)
dw as j (just)
gy as j (just)
hy as sh (shout)
tw as ch- wee

Note: Pronounce each letter in a word phonetically as it is done in Latin words.

Song 1  Kyekye Kule

Call:

kye kye ku leei kyee ku leei

Call:

kye kye ko fi nsa

Response:

kye kye ko fi nsa

Call:

ko fi sa lan-ga

Response:

ko fi sa lan-ga

Call:

ka ka shi lan ga

Response:

ka ka shi lan ga

Call:

Kum a den de

Response:

Kum a den de
GAME for KYEKYE KULE  
(Pronounced Chay Chay Koo Lay)  
(Boys and Girls)  

Objectives  
Leadership Responsibilities  
Memory Exercise  
Dexterity in Rhythm  
Sense of Spontaneous Improvisation  

Participants  
Any number of children, boys and girls, ages 3 to 10 years.  

Directions  
This is a lively musical game of follow-the-leader. The song is part of the game.  
Form a circle with any number of children.  
One child is selected to step into the center of the circle. He/she is the first leader.  

Whenever the leader gestures with a part of the body, motioning with the call song, the participants in the circle imitate those motions and repeat the song in response.  
The song is sung simultaneously with the motioning of the body.  
Following in a clockwise direction, each child gets a turn to become a leader in this call and response game.  
Each child is free to improvise with body motions of his/her own. It is more fun when the children are encouraged to adopt several variations in the game.  
The following are standard body motions with the corresponding call and response song.  

Leader’s call...  
(Song)  
Kyekye Kule  
(Motion)  
Hands to the head  
Followers should imitate leader’s action and repeat the song... (see music)  

Kyekye Kule  

Song 2  

Si Si Si  
Tap tap tap  

Si Si Si  
Tap here and there  

Si tau tau Koo  
Tap twice go  

Tae taa Som ko  

Som ku tau Som ku tau Som ku tau pong e ke  
Touch and hold Touch and hold Touch and hold feet  

Ag ya A man se  

Tu wa nam koro ko  
Rearrange this foot
Leader's call...

(Song) Kyekye Kofi Nsa
(Motion) Place hands to the shoulders
Followers place hands to the shoulders and repeat the song...

Kyekye Kofi Nsa
Leader's call...

(Song) Kofi Salanga
(Motion) Hands to the knees
Followers place hands to the knees and repeat the song...

Kofi Salanga

Complete Song | Pronunciation
------- | -------
Call Kyekye Kule | Chay Chay Coolay
Response Kyekye Kule |
Call Kyekye Kofi Nsa | Chay Chay Kofi n-sah
Response Kyekye Kofi Nsa |
Call Kofi Salanga | Kofi Sah-lah-n-gah
Response Kofi Salanga |
Call Kakashie Langa | Kah Kah Shea Lahngah
Response Kakashie Langa |
Call Kum Adende | Cum Ah-day-n-day
Response Kum Adende |

GAME for SI SI SI
(See See See)

(Boys and Girls)

Objectives

Peer Group Cooperation
Exercising judgment in calculating and anticipating what comes next
Developing basic counting skills
Memorizing and recall

Participants

Any number of boys and girls from ages 3 to 6 years.

Directions

The boys and girls should sit in a semi-circle with both feet straight out in front of them. They may sit on chairs or on the floor.
One child sits facing them, to challenge them to a counting game. An adult may play this part to serve as an example. The challenger requests and memorizes the first names of all the participants.

Beginning with the person sitting to the left, the challenger starts to sing while at the same time gently tapping the feet of each child facing him/her. The song rhymes with the tapping of the feet. The other children should join in the singing.

On singing the last line of the song, the challenger calls out the name of the participants on whose foot he projects the song will end. That person’s name is used in the song.

If the song and the last tap end on the foot of the predicted person, the challenger must stop for that child to withdraw that particular foot.

The song is resumed and the taps on the feet continued in the same manner.

Any participant who has both of his or her feet counted out is eliminated from the game.

The last remaining person with either one or both feet in counting position wins the game.

On the other hand, if the challenger fails to end his song on the projected foot, he/she must yield the position to the next participant from the line or semi-circle.

In this instance the challenger must also eliminate himself from playing the rest of the game.

Game and Song Coordination

<table>
<thead>
<tr>
<th>Song</th>
<th>Pronunciation Guide</th>
</tr>
</thead>
<tbody>
<tr>
<td>Si Si Si</td>
<td>See See See</td>
</tr>
<tr>
<td>Si taa taa ko</td>
<td>See tah tah coe</td>
</tr>
<tr>
<td>Taa taa Som K O E</td>
<td>Tah tah Sum quay</td>
</tr>
<tr>
<td>Som Kuta o</td>
<td>Sum coo-toe</td>
</tr>
<tr>
<td>Som Kuta o</td>
<td>Sum coo-to</td>
</tr>
<tr>
<td>Som Kuta</td>
<td>Sum coo-to</td>
</tr>
<tr>
<td>Ara perekoh</td>
<td>Ah-rah perek-o</td>
</tr>
<tr>
<td>Agya Ananne (Onua Kofi)</td>
<td>Ah-jah Ah-non-say</td>
</tr>
<tr>
<td>To wo wam korok</td>
<td>To woe nang coe-row quay</td>
</tr>
</tbody>
</table>

English Version of Song

Tap Tap Tap
Tap here and there
Tap Touch Go
Touch and hold
Touch and hold
Touch and hold fast
Agya Ananse (or my friend Albert)
Remove your foot.
Background Explanation

The game is meant to help in the technique of quick number counting with fun. By forcing the child to project answers through a subtractive process, the game is teaching how children can solve problems with calculated precision. It also helps to develop sensitivity for the comprehension of basic mathematical abstractions.

Ananse is the popular folk hero, whose name is often used by children for any imaginary personality in games and stories. Recalling the names of participants in the game also helps the child’s retention faculties.

**COMPLETE SONG**

**KRO KRO KRO**

**The Song**

COMPLETE SONG
PETE PETE

The Song

Call: Pete Pete
Resp: Seniwa dedendee seniwa

Call: Woyere fere wo oo
Resp: seniwa dedendee seniwa

Call: Ose me mbeye den
Resp: seniwa dedendee seniwa

Call: ose bedzidzi
Resp: seniwa dedendee seniwa

Call: eben edziban a
Resp: seniwa dedendee seniwa

Call: fufu n'abenkwan
Resp: seniwa dedendee seniwa

Call: mmofra nkve ndzi oo
Resp: seniwa dedendee seniwa

Refrain: seniwa dedendee
seniwa dedendee
seniwa dedendee
seniwa

Pronunciation Guide

paytey paytey
say-knee wah dayday-
nday say-knee wah
woe yea-ray sayray
woe oh
say-knee-wah dayday-
nday say knee wah
aw say me m-beh yeah
den
say knee wah dayday-
nday say knee wah
aw say bay dzedze
say knee wah dayday-
nday say knee wah
eh ben edze ban ah
say knee wah dayday-
nday say knee wah
fulfuh nah ben kwan
say knee wah dayday-
nday say knee wah
mmofra n-che n-dzee
oh
say knee wah dayday-
nday say knee wah
say knee wah dayday-
nday
say knee wah dayday-
nday
say knee wah dayday-
nday
say knee wah

THE SONG
ÉTTITI ÉTTITI

Akan
Etiti Éttiti
Woti me a
Meti wo

Éttiti Éttiti
Woti me a
Meti wo

Translation
Pinch, pinch
If you pinch me
I will pinch back
Pinch, pinch
If you pinch me
I will pinch back

GAME FOR ÉTTITI ÉTTITI

Explaination
This is a game to test the honesty of each of its players.

Game Directions
The game is played by two or more boys and girls.
The players are standing during this game. The boy who begins the game clutches his left hand and holds it at waist level. Then a girl holds the back of the boy’s hand with the forefinger and the thumb of her right hand as if she were going to pinch him. No one should actually pinch, for the goal of the game is honesty.
The rest of the players do the same as the first two forming a pyramid as they go along until the first boy brings his right hand from the bottom and places it on the top.

The other players using their left hands continue the pyramid until the last person has perched his left hand at the top in a pretend to pinch position.

They then start to unfold the tower of hands from the top by reversing the order so the last person is now first and vice versa (starting with the left hand of the last person and ending with the left fist of the first person).

The movement of each hand is accompanied by a song. Therefore,

First Boy: Clench left hand and hold it up
Everybody sings: Etiti Etiti

First Girl: With the forefinger and the thumb of the right hand, hold the back of the clenched hand of the first boy in a pinching manner and sing:
Wo ti me a meti wo

Second Boy: Do the same as 1st girl and sing:
Etiti Etiti

Second Girl: Do the same as 2nd boy and sing:
Etiti Etiti

Everybody sings: Woti me a meti wo

This continues with all the players in the game as they build their way up the pyramid with their hands and as they reverse and descend to the left hand of the first person again.

### Complete Song

**Kofi Atta**

#### The Song

Kofi Atta
Kofi Atta
Kofi Atta
Kofi Atta
Nim Sanku Bo
So so mi mi
So fa mi
Do re mi fa so
So fa mi re do

#### Pronunciation Guide

Kofi Ahtta
Kofi Ahtta
Kofi Ahtta
neam sah-n-kuh baw
so so me me
so far me
doe ray me far so
so far me ray doe

#### Explanation

This song follows the African tradition of using music as an important means of recording new experiences in society. In this instance, it is the piano which Kofi Atta, has mastered its art of playing. Since the piano is a newly introduced musical instrument, Kofi Atta has become popular among his playmates, because he has learned to play it, even if not so well.

#### Translation

Kofi Atta (a male twin born on Friday) knows how to play the following song on piano
So so mi mi
etc.